- 15. A gaming machine comprising:
- a primary game display operable to display the outcome of a wagering game in response to a wager, said outcome including a plurality of symbols;
- a secondary game display overlaying the primary game display and operable to interact with at least one symbol of the plurality of symbols.
- 16. The gaming machine of claim 15, wherein the secondary game display is operable to interact with at least one symbol by overlaying a wild symbol indicator over the at least one symbol.
- 17. The gaming machine of claim 15, wherein the secondary game display is operable to interact with at least one symbol by overlaying supplemental indicia over the at least one symbol.
- **18**. The gaming machine of claim 17, wherein the supplemental indicia indicates the value of the at least one symbol.
- 19. The gaming machine of claim 17, wherein the at least one symbol comprises a face of a die and the supplemental indicia comprises dots.
- 20. The gaming machine of claim 17, wherein the gaming device comprises a slot machine having a plurality of reels on the primary game display and the at least one symbol comprises a position on a reel of the slot machine.
- 21. The gaming machine of claim 17, wherein the primary game display includes a wheel having a plurality of positions and the at least one symbol comprises a position on the wheel.
- 22. The gaming machine of claim 17, wherein the at least one symbol comprises a symbol on a backlit game board.
- 23. The gaming machine of claim 17, wherein the secondary display is operable to move the supplemental indicia in synchronization with a movement of the at least one symbol.
- 24. The gaming machine of claim 17, wherein the primary game display comprises a flipper based display and the supplemental indicia is overlaid over a final position of the flipper.
- 25. The gaming machine of claim 17, wherein the supplemental indicia comprises a live video stream overlaid over the at least one symbol.
- **26**. The gaming machine of claim 17, wherein the primary game display comprises a video display.
 - 27. A gaming machine comprising:
 - a primary game display operable to display the outcome of a wagering game in response to a wager;
 - a secondary game display overlaying the primary game display and operable to display a video image that is not related to the outcome of the wagering game.
- **28**. The gaming machine of claim 27, wherein the video image comprises advertising.
- **29**. The gaming machine of claim 27, wherein the video image comprises an attract mode video image.
- **30**. The gaming machine of claim 27, wherein the secondary display is operable to change the video image in accordance with a time value.
- 31. The gaming machine of claim 30, wherein the time value indicates a time of day.
- **32**. The gaming machine of claim 30, wherein the time value indicates a holiday.
- 33. The gaming machine of claim 30, wherein the time value indicates a day of the week.

- **34**. The gaming machine of claim 27, wherein the video image includes diagnostic data for the gaming machine.
- 35. The gaming machine of claim 27, wherein the video image includes setup data for the gaming machine.
- **36**. The gaming machine of claim 27, further comprising a machine-readable medium for storing personalization data and wherein the video image includes at least a subset of the personalization data.
- **37**. The gaming machine of claim 27, wherein the video image comprises a video stream.
- **38**. The gaming machine of claim 37, wherein the video stream comprises video information received from a television broadcast.
 - 39. A gaming machine comprising:
 - a primary game display operable to display the outcome of a wagering game in response to a wager;
 - a secondary game display overlaying the primary game display and operable to display a supplemental video image associated with the wagering game.
- **40**. The gaming machine of claim 39, wherein the supplemental video image includes a pay table.
- **41**. The gaming machine of claim 40, wherein the pay table comprises a dynamic pay table that changes in response to predetermined criteria.
- **42**. The gaming machine of claim 41, wherein the predetermined criteria includes whether a bonus game is active.
- **43**. The gaming machine of claim 39, wherein the supplemental video image includes an animated character that interacts with the wagering game.
- **44**. The gaming machine of claim 43, wherein the animated character indicates a winning outcome of the wagering game.
- **45**. The gaming machine of claim 39, wherein the supplemental video image includes an indication that a payout associated with a winning outcome for the wagering game is to be multiplied.
- **46.** The gaming machine of claim 39, wherein the primary display comprises a plurality of symbols, and wherein the supplemental video is operable to highlight a subset of the plurality of symbols representing a winning outcome for the wagering game.
- 47. The gaming machine of claim 46, wherein the supplemental video is operable to highlight a subset of the plurality of symbols representing a winning outcome by obscuring a subset of the plurality of symbols that is not included in the winning outcome.
- **48**. The gaming machine of claim 46, wherein the winning outcome comprises a pay line.
- **49**. The gaming machine of claim 48, further comprising a touch screen operable to receive a selection of the pay line.
- **50**. The gaming machine of claim 48, wherein the supplemental video is operable to highlight a pay line by obscuring a subset of the plurality of symbols that is not included on the pay line.
- **51**. The gaming machine of claim 48, wherein the supplemental video is operable to highlight a pay line by placing a box around a subset of symbols included on the pay line.
- **52**. The gaming machine of claim 48, wherein the supplemental video image comprises a supplemental pay line.
- **53**. The gaming machine of claim 48, wherein the supplemental video image comprises a skewed pay line.